

In The Claims:

- SUB E1
1. (Twice Amended) A system for supporting electronic gaming, comprising:  
an event server configured to manage a game service, said event server  
providing a restricted access to said game service over an electronic  
network; and  
one or more user devices configured to communicate with said event server  
over said electronic network by performing a wireless communications  
procedure to thereby allow one or more system users to participate in  
said electronic gaming, said one or more system users each utilizing a  
respective one of said one or more user devices to perform a trading  
transaction for negotiating a transfer of ownership rights of an electronic  
certificate that relates to a prize from said electronic gaming, said  
trading transaction being conducted directly between a source device  
from said one or more user devices and a target device from said one or  
more user devices.
- D1

21. (Twice Amended) A method for supporting electronic gaming, comprising  
the steps of:

managing a game service by utilizing an event server that provides a restricted  
access to said game service over an electronic network; and  
communicating with said event server over said electronic network by  
performing a wireless communications procedure with one or more user  
devices to thereby allow one or more system users to participate in said  
electronic gaming, said one or more system users each utilizing a  
respective one of said one or more user devices to perform a trading  
transaction for negotiating a transfer of ownership rights of an electronic  
certificate that relates to a prize from said electronic gaming, said  
trading transaction being conducted directly between a source device  
from said one or more user devices and a target device from said one or  
more user devices.